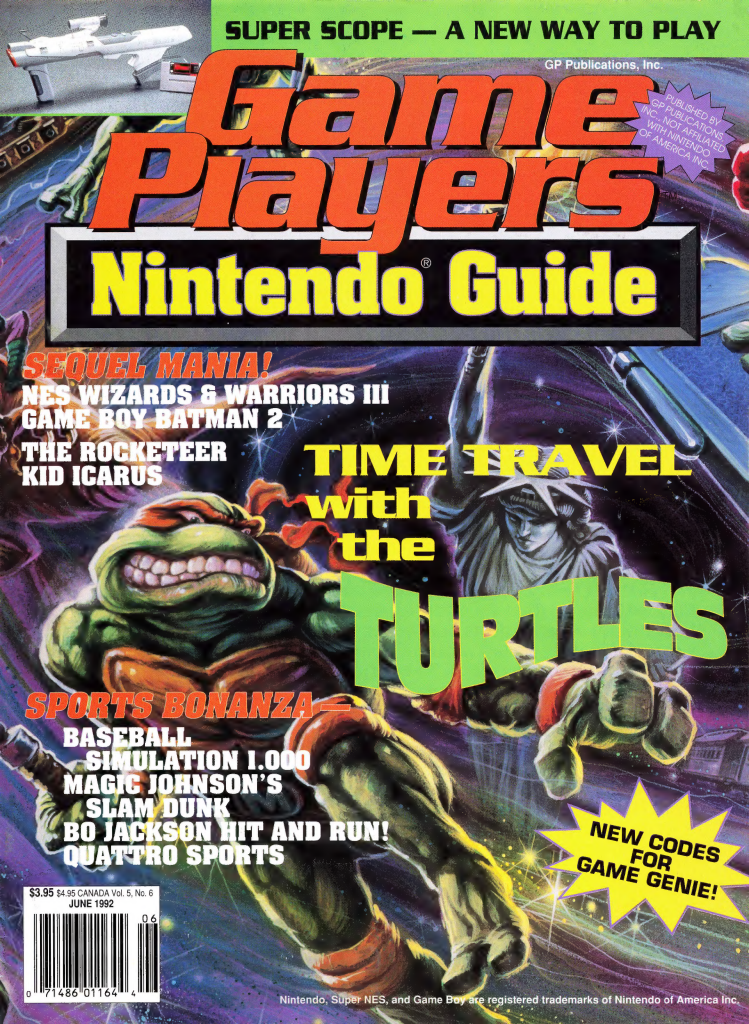
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Q*bert™

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Game Players Nintendo Guide

JUNE 1992

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EDITOR'S NOTES

Analysts throughout the videogame industry are still trying to figure out the buying public. With the Toy Manufacturers of America reporting a 12.1 percent drop in the videogame category for 1991, both Nintendo and Sega are scrambling to grab their shares of the market.

You can certainly see the rivalry on television. Nintendo announced that it has increased its 1992 advertising budget by 20 percent (to $60 million) over 1991, with half spent promoting the Super Nintendo, $20 million for Game Boy, and $10 million for the NES. Sega plans to spend $65 million this year — a 62.5 increase from 1991. Aiming its message at kids between 8 and 12, Sega will spend half its advertising budget on children's TV shows and magazines. That's a big turnaround for Sega, which previously targeted teens and adults with around two-thirds of its ad dollars.

Meanwhile, Nintendo is trying to assure that adults will be playing Game Boy instead of Sega's color portable, the Game Gear. Its catchy commercial, created by the Leo Burnette agency in Chicago, shows scenes of the adult rat race — such as time clocks and crowded elevators — then an adult Game Boy player exclaiming "Cool!" when he's told of an airport delay. According to *Adweek*, the concept came to copy supervisor Jonathan Hoffman and fellow coworkers when they were stuck in an airport for five hours with only a Game Boy football title.

This spot, the only videogame commercial geared strictly to adults, might be paying off for Nintendo. According to market research conducted by Nintendo of America, 41 percent of Game Boy hardware/software buyers during the first quarter of 1992 were over 18. That compares to 38 percent of NES buyers and 37 percent of the Super Nintendo buyers. A few percent may not seem like much, but we're talking about *millions* of games and game systems. The Game Boy also attracts more female players (44 percent) contrasting with 37 percent for the NES and a paltry 14 percent for the SNES.

As the market changes, new niches for Nintendo's game platforms emerge. This means, particularly for Game Boy, a new lease on life.

Leslie Mizell
Associate Editor

Correction: Our April issue (Vol. 5, No. 4) mistakenly attributed *Smash TV* to Mindscape. In fact, Acclaim is the company responsible for this great action game.

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& AWARD

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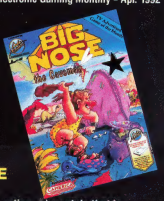
"The graphics on this game are fantastic throughout. Overall Rating ★★★★"
– San Francisco Examiner – Feb. 1992

MIG 29

"Strap yourself into the cockpit of one of the world's most deadly aircraft... Throttle back and accelerate to speeds in excess of Mach 2..."
– Electronic Gaming Monthly – Apr. 1992



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"... non-stop action... in a style that is entertaining and light hearted. The game keeps you involved every step of the way by making you read, think, plan and make choices... The graphics are outstanding..."
– San Francisco Examiner – Feb. 1992

MICRO MACHINES

"Everyone who plays this game is instantly drawn in by its challenging game play. At all costs, you should seek out this game."
– Video Games & Computer Entertainment – Feb. 1992

MICRO MACHINES
BEST ACTION VIDEO GAME 1991
– Video Games & Computer Entertainment

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STUNT KIDS *"We've created a game that's brilliant, fun and competitive for two players and equally as excellent as a one-player challenge. It's fun, frantic and so addictive you'll be hooked for ages."*
– Codemasters

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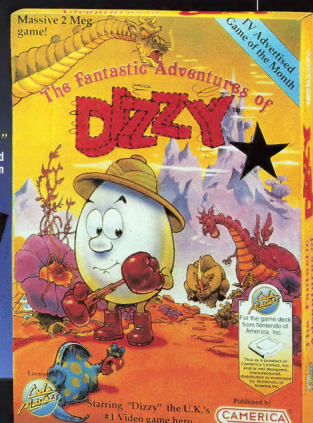
– Thor Aackerlund
Nintendo World Champion

DIZZY
BEST NES, GRAPHIC ADVENTURE GAME – 1991
– Game Players



DIZZY

"... tons of fun with great graphics and an engaging storyline."
– Game Players – Mar. 1992

"Too-cute-for-words... This game makes you expend your IQ points, and the music is funky."
– Entertainment Weekly, Jan. 31, 1992

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– Gamepro – May 1992

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MAILBAG

Tiny Toons Adventure

On world 3 of *Tiny Toons*, I can't get past Montana Max at the end. Do you have any ideas?

Missy
Stratford, WI

Wait for a giant glove to spring out. Jump onto it, then jump on top of Max's head. It doesn't take too many hits from this position to put him away.

Dragon Warrior II

I know that the dog in Hamlin is Princess Moonbroke, but how do I make her human again? I've tried saving the game, purchasing "uncurse" at the Healing House, but nothing works. Help!!

Bill
Finnville, MI

You need to show her her true "reflection." Look for a special mirror.

Robin Hood: Prince of Thieves

In *Robin Hood*, how do you get past the guard outside the castle where Maid Marian lives? What can I do to get inside?

Alexis
Williamsburg, Ont.
Canada

Early in the game, you should have found a medallion. Wear it to pass the guard safely.

U.N. Squadron

I can't pass the boss for the battleship *Minks* in *U.N. Squadron* for SNES. How do I beat him, and what plane and weapon should I use?

Logan
Ft. Collins, CO

Take your time! First, take out the front and rear cannons. And be sure to use the best jet you can afford.

Final Fantasy

Where is the Mystic Key in *Final Fantasy*?

Brian
Delmar, NY

After talking to the king of Elfland, go to the nearby marsh to find the crown. Give it to the king, and he fights you. If you win, he gives you the crystal. Take it to Motoyo, and she gives you an herb. Use the herb to wake up the prince in Elfland. He then gives you the Mystic Key.

Bart vs. the Space Mutants

How do you call Moe in *Bart vs. the Space Mutants*?

Royce
Concord, CA

Use the telephone next to Moe's Tavern. Make sure you have a coin, though.

Final Fight

How do I get past Belger in *Final Fight* for the Super NES? Every time I grab him, he gets loose.

Eddie
Jersey City, NJ

When Belger is down, go to the left side of the screen and use the super-spin to knock out the enemies there. Keep moving up and down to avoid Belger's shots. Finish him off with a super-spin near the window.

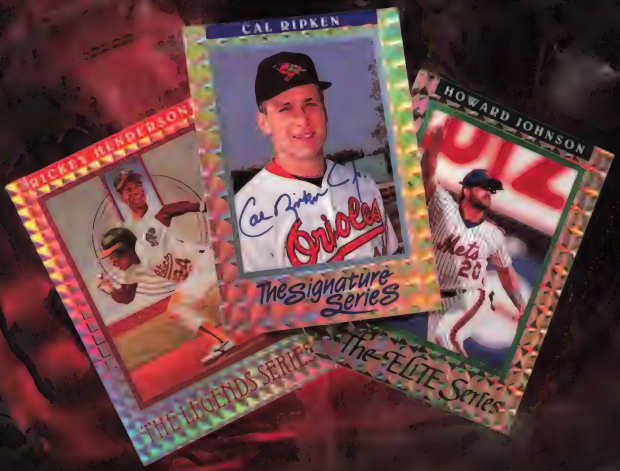
Final Fantasy Legend II

In *Final Fantasy II* for Game Boy, how do you defeat Venus? The only weapon I have that sometimes works is the Firegun. I've tried every weapon I have.

Mark
Birmingham, MI

Since magic attacks don't work, try using the Flamesword along with the Firegun. Give the Flamesword to the robot (if you have one) in your party. The Psi sword works well, too. Also, make sure you have at least 450-500 hit points.

Discover The 1992 Donruss Elite Series, And Really Catch Some Heat.



They're back. And they're hotter than ever. This year, Cal Ripken sparks the line-up, personally autographing 5000 cards in the Signature Series. Next up, Rickey Henderson, star of 7500 cards in the Legends Series, followed by 10,000 each of ten Elite Series cards honoring today's super stars. Donruss for '92. It's going to set the trading season on fire.

No One Packs Excitement Like

DONRUSS

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IronSword: Wizards & Warriors II

I can't destroy the water demon in level 2 of *IronSword*. Could you give me some tips?

Johnny
Durant, OK

Stay 2-4 inches away from him and shoot magic into his mouth.

Rainbow Islands

I just got *Rainbow Islands* a few months ago. I'm having trouble with Cindey, the boss of world 6. She roams around the screen, and I can't see her. She drops bottles of red stuff. What should I do?

Kristina
Pompton Lakes, NJ

Before Cindey will appear, you must collect enough diamonds to spell "Rainbow."

The Little Mermaid

I would like to know how to kill Ursula in *The Little Mermaid*. I've tried and tried, but I can't do it.

Luke
Nanty Glo, PA

You need to put bubbles on the fish and throw them at Ursula. The first time you fight her it takes six hits; the second time it takes seven.

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Adventure Island II
SXNLOKVK — Infinite Lives

Crystalis
SXNOVXSE — Infinite magic points

Mega Man 3
AEEGXLPA — Infinite Lives

Micro Machines
GXSZZVVK — Infinite Lives

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Super Smash TV
Extra Lives and Continues

At the one- or two-player option, push Down, Left, Right, and Up on the directional pad of your controller. This automatically gives you seven lives and seven continues in Acclaim's SNES game. Good luck — you need 'em. (This code works for both one- and two-player games.)

Super Smash TV

Lemmings *Passwords*

Use these passwords for the Mayhem levels 25-30 of the Sunsoft strategy game for the Super Nintendo.

Level 25 LTGNDXH
Level 26 LHLTDDW
Level 27 HCBBKHV
Level 28 MWLGVQJ
Level 29 GSPQCRQ
Level 30 ZTTGRFH

Try the *ultimate* challenge — the Sunsoft Levels 1-5!

Level 1 TPCWFMP
Level 2 WSJCLDX
Level 3 PVNRCMV
Level 4 HZSQQNV
Level 5 KCGHCNC

Rocketeer *Chapter Codes*

Blast farther into the Bandai NES adventure with these:

Chapter 2: 490-629-312
Chapter 3: 435-765-818
Chapter 4: 775-454-215
Chapter 5: 318-469-417
Chapter 6: 090-473-312

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The roughest, toughest street-fighting game ever!

JALECO

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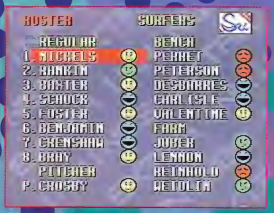
Change Background in E.D.F.

You can change the background during the opening sequence of Jaleco's *E.D.F.: Earth Defense Force* by waiting for the *E.D.F.* letters to move across the screen, then pressing and holding Start and Up on the second controller. Press Reset on the control deck, and you're witness to a new SNES background!

Who Framed Roger Rabbit

Speed Up Extra Innings

Wait for the Order Select screen in this Sony Imagesoft game, then hold the L and R buttons and press start twice. This speed up the SNES play.



Extra Innings

Extra Everything in Roger Rabbit

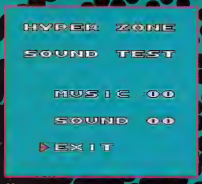
Use this code to get nine of everything in the NES *Who Framed Roger Rabbit* from LIN. Input all H's into the password; you'll then return to the main menu. Go back to the password and enter all L's. When you start a new game, you'll have nine of everything!

Something Extra in SNES Bases Loaded

Just after the "Jaleco" logo disappears in *Super Bases Loaded*, you can control the ball that scales toward you. Just hold down the L and R buttons and press the direction in which you want the ball to travel.

Hyperzone Sound Test

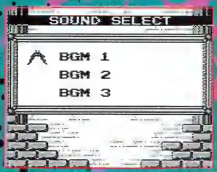
You can access a sound test in this HAL America game for the Super Nintendo by waiting for the title screen, then holding down the L and R buttons and pressing Start. Press the A button to hear any sounds.



Hyperzone

Castlevania Extras

To access a sound test in *Castlevania II: Belmont's Revenge*, the Game Boy adventure from Konami, place four hearts in the password boxes and press Start. To access the last level use this password: Heart, Candle, Crystal, Crystal.



Castlevania II

GP

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TIME OUT

Chris Slate

How many times have we said it? The Teenage Mutant Ninja Turtles are back for yet another videogame adventure. After two Game Boy titles and three NES games, the turtles have finally made their way to the Super Nintendo.

And once again our Heroes in a Halfshell are pitted against the infamous Foot Clan — although this time Shredder decides to get rid of the Turtles once and for all by banishing them into a time warp. You'll need more than a few tricks in your shell to rescue the turtles from their doomed fate.

TMNT IV: Turtles in Time has it all. Those of you who have played it at arcades will be amazed at how faithful the SNES version is. The Turtles easily top their other adventures with large graphics and top-notch music — but that's not the only difference. This Super Nintendo game also gives you many more combat maneuvers than in the previous games, and there's much more variety among the levels.

Turtles in Time is unquestionably the best TMNT videogame yet — even better than their first coin-op game. You can go against Shredder alone, try a two-player simultaneous game, or battle it out with a friend in the Vs. mode. In other words, the SNES makes great turtle soup no matter how you serve it.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089

for the TURTLES

KONAMI
SUPER NES

Who Says You Can't Teach a Turtle New Tricks?

SAVE ME: This move not only instantly kills an enemy, but it also thrashes any cohorts standing close by.

CATAPULT: Using this maneuver quickly gets rid of most enemies. It's great when you're trying to thin out a large number of ninjas.

FIGHT TUNNEL: You need a lot of space to build up the momentum needed for this attack, but it knocks out anyone in your path.

SNAKE KILLER: Pressing the Y button while in mid-cartwheel triggers this sliding attack — a real crowd-pleaser.

CHARGING ATTACK: A simple running tackle, this move lacks the flash of other moves, but what it does have is a mean wallop.

Special Attacks

SPIN DRIVE: Leonardo whips his katana blades about like a windmill in this patented move.

FAR-FLUNG FLYING FONGULA!: Michelangelo's special attack not only beats Foot Soldiers senseless, but it also ties their tongues.

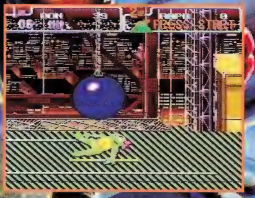
HIGH-FLYING KICK 'N' TIE TECH: Donatello's secret attack works best in close quarters. It's a great way to break out of a crowd.

SUPER BOMBASTIC STATIONARY JUICE: Raphael has to be in really close to pull this one off, but once he does it's all over for his opponent.

TMNT IV has a special Vs. mode that pits you and your favorite Turtle against a friend. This mode works especially well because of the game's abundance of new attacks.

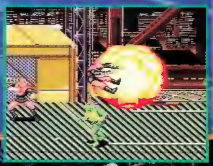
You can set several game parameters from the Options screen. One of the possible choices is the unique "animation" mode that allows you to change the colors of the Turtles to match their grittier comic-book appearance.

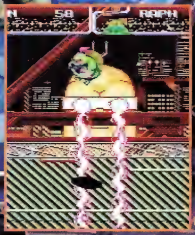
As always, you can chose between Leo, Mike, Don, or Raphael. Each has the same strengths and weaknesses as in the previous games — Donatello is still your best Turtle bet.



Splat! Evil ninjas aren't the only danger at 3 a.m. in the Big Apple. Stand clear of this wrecking ball, or Splinter will have to peel you off the pavement.

This barrel is full of explosive material — one quick whack, and it blows up, taking anyone nearby with it. Stand next to it and lure Foot Soldiers close, then use it to take them all out.

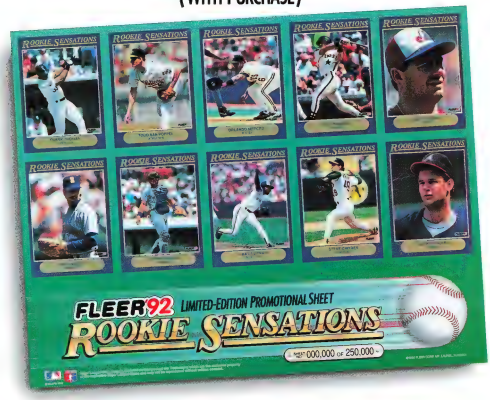




Now that Krang's stashed the Statue of Liberty, he's come back to make more trouble for our hard-shelled heroes. Try to stand as far away as possible, but if you're caught in front of him, jump high to avoid his eyebeams.

FREE

(WITH PURCHASE)



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The pesky Baxter has returned — and he's carrying more firepower than ever. Simply stay out of his way while he swoops back and forth at the top of the screen, then attack him when he lands and is defenseless. After he's taken a pretty good beating, he switches to an "energy hand" weapon. Use the same tactics and he should be finished in no time.

In "Alleycat Blues," the Turtles take to the streets. Learn to use the objects around you, such as this water hydrant, as weapons.

Look out for open manholes! You won't be hurt if you fall, but it gives enemies time to surround you while you work your way back out.

These robots are hard to hit because of their speed. Work your way toward them in a zig-zag path to avoid their electric whips.

This small box packs quite a punch. Opening it makes you invincible for a short time.

Don't stand directly in front of the Mecha Turtle. Instead, move just below him and hit him as he walks toward you. After taking a few hits, he backs off and lays down a line of laser fire. Be ready to jump!

You can earn big bonus points in "Sewer Surfin'" by whacking ninjas in the head as they float by. Donatello works well here because of his reach — he has a better chance of hitting the ninjas before they get past him.

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This guy's the only thing left standing between you and the Technodrome. To get past him, strike at the center of his hovercraft while staying between the missiles he fires. He occasionally launches several mines, so watch your step.

Rhazar and Tokka are your first real challenges in the Technodrome. Since one breathes fire and the other one ice, don't stand directly in front of them. If you defeat Rhazar first, Tokka should be easy pickings.

Since Shredder's on the top floor, you must take the elevator. Unfortunately, the Foot Soldiers have planned several stops along the way. Get a quick advantage by attacking them as soon as the doors open.

Shredder's last line of defense is a cannon. The only way to beat him is to throw his own soldiers at him until his cannon explodes!

It seems that Shredder is, as usual, a sore loser. When you destroy his cannon, he banishes the Turtles to a loop in time.

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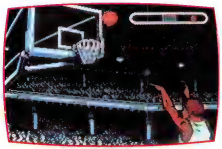

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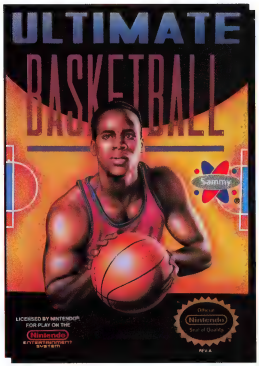

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Your first stop is the land of the prehistoric Turtlesaurus. If the Foot Soldiers stationed here don't get you, the wildlife will.

Slash is one tough customer. Get in close and rapidly strike at him — even if he blocks every shot he still leaps over you. You want to attack him from behind just as he lands. Keep swinging and you can catch him in the corner.

There are many dangers as you fight your way across a pirate ship in level 6, "Skull and Bones." Even the rickety old ship itself is against you!

These guys charge at you from off-screen — and in this level they're packin' heat, too! For a quick victory, work your way in close and throw them into each other.

As it turns out, the captain and his first mate are none other than Beebop and Rocksteady! Don't try to fight them both at the same time. In the thick of battle, they often tangle up each other's weapons. When this happens they're extremely vulnerable to attack.

The Turtles go west in "Bury My Shell at Wounded Knee." Look out for this ninja — he carries a deadly chain that can cause a lot of trouble. Attack him from above or below and finish him off as fast as you can.

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This gator boss waits at the end of the train. Simply walk up to him and hit him over and over until he crouches down — he scrambles all over the screen trying to bite you. When he stands back up, walk over and start beating him some more.

Level 8, "The Neon Nightriders," is a takewalk. Since you get bonus points for knocking the bad guys off their boards, be sure to hit as many as you can.

Krang's back! Don't worry, though — he's easily beaten. Go in close to attack him until he begins firing missiles.

While the Star Base doesn't really offer anything new, its defenses are pumped way up. You face more ninjas than ever before as you work your way past bombs, rockets, and wall-mounted lasers.

Krang is back one more time! What does it take to keep this guy down? Avoid the bubbles he fires at you from his ship and attack him with jump-kicks. After a while, he deploys small robots to distract you. Get rid of them fast and keep on him.

In "Terrordrome: The Final Shellshock," everything rests on your fine battle with Shredder. Can you crush the Foot once and for all and return the Statue of Liberty to New York?

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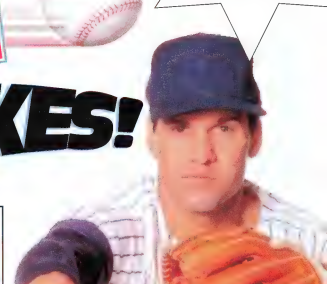

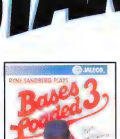

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SUPER NES
KONAMI

"Mystical NINJA" is BIGGER and BETTER

PATRICK BAGGATTA

Just when you thought there would never be another ninja game worth its weight in dirt, along comes *The Legend of the Mystical Ninja*. Now, maybe you're thinking that there's nothing a new ninja game can do that will impress you. This one may prove you wrong.

Sheer size is one reason why *Mystical Ninja* shouldn't be lumped with other martial-arts games. There are ten extensive levels in this one, with an equally complex storyline that traces the lives of our heroes, Kid Ying and Dr. Yang, as they fight through hordes of zombie townspeople, as well as a trained army of outlaws. Since you must find some people along the way who are willing to help you out, and since assistance doesn't come free of charge, pick up what money you can from your enemies.

Luckily a mystical ninja does have some advantages over your plain, run-of-the-mill ninja. When things get rough during the more difficult action sequences, you can call on a collection of strange powers for help—although be warned that what helps you in one sense could hinder you in another.

It's true in one sense that *Mystical Ninja* is another rescue-the-kidnapped-princess game. But it's also true that during your journey you're likely to be impressed by both the originality of the action and the sharp, colorful look of this adventure.

To spend your money wisely, you might want to start by purchasing some sandals for increased jumping ability or pizza for extended life.

PROCEED WITH CAUTION.
PAUSE
Any time this character appears, your next trouble is around the corner—but the character also indicates that you can unleash your mystical power.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570

Ring the bell to get yourself out of this dilemma.

Watch your step — these guys can pop up anywhere.

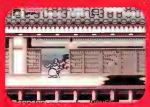
Don't bother trying to damage this ghost with your real weapons. Instead, try to redirect her weapons to injure her.

Since this is the only way to Shikoku Island, buy a travel package and get going.

To gain entrance into the tent, take out all these dancing fools.

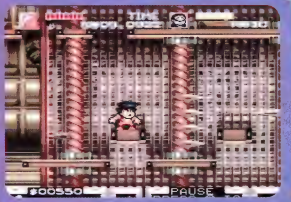
This might be a really good time to change into your "hair swinging" mystical form.

If you're interested in acquiring some new abilities, it might be worth investing in some lessons.



There's a passage in the background of this section that allows you to avoid the large holes in the floor.

To change the ceiling into the floor, jump on this lever.



These spinning spikes have no conscience, so take your time through this area.

"Mystical NINJA" is BIGGER and BETTER

Sometimes a leap of faith is necessary to proceed.

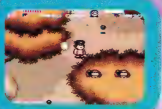
As a general rule, if you're climbing up a post, jumping straight up lands you on the post directly above you.

This slot machine doesn't always pass out beneficial prizes.

Find a safe position to the side, then wait away.

The villagers seem to be getting meaner and meaner.

Don't just blow by these little caves — they look just the right size to house an angry mutant pig.

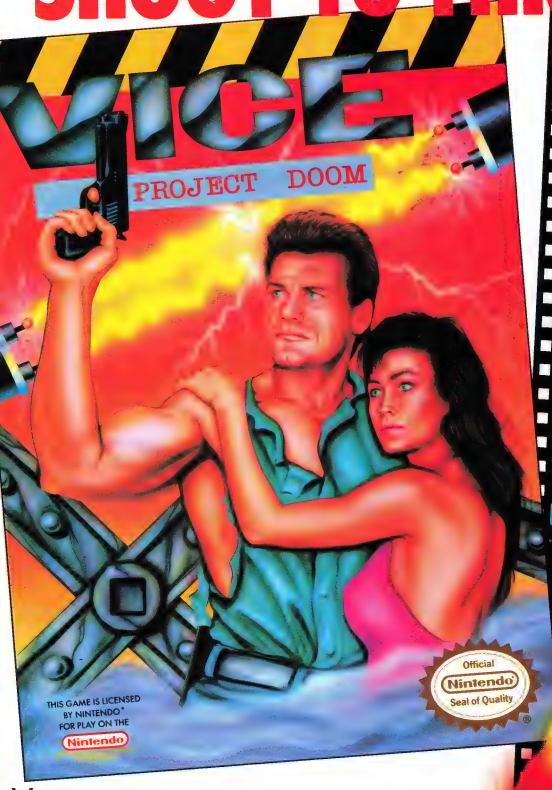


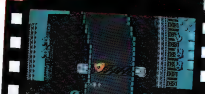
You can actually jump up and take out the guys in the trees, but the maneuver requires careful aim.

You may be lulled into thinking that you can duck under all these falling spikes, but the safety area to the right is there for a reason.

To move from one ball to the next, jump at the top of the swing pattern

SHOOT TO THRILL!





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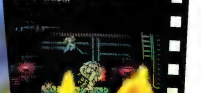

Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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"Mystical NINJA" is BIGGER and BETTER

If costs a little money, but it might be worth throwing some coins to clear a path in this section.

To defeat your enemy, stay light on your feet and use all the levels on this kite.

The pass may seem a little expensive for your tastes, but you definitely need it.

If you wander into this hut, you have the opportunity to examine some of Konami's other videogame hits.

These villagers don't seem quite as jolly as the townsfolk you encountered earlier.

The only way to get to the top of this waterfall is to learn the secret power of climbing rocks behind sheets of water.

There is some almost-safe ground in between these two warriors, but watch out for the third enemy — he may invade your safe zone.

This may be an appropriate time to call on your mystical tiger friend for help.

The wall from this island isn't apparent. Try going between the red posts.

Watch out for death from above.

GP

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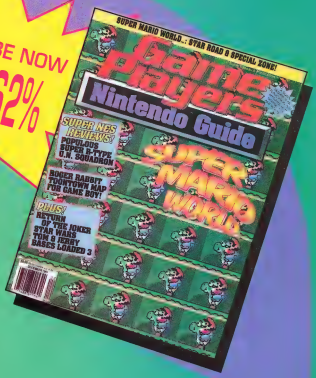

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5NNF

SUPER BASEBALL SIMULATOR 1.000

GET OUT OF THE DUGOUT!

Super NES Culture Brain

Lance Elko

Two years ago, the NES version of *Baseball Simulator 1.000* won Game Players "Best NES Sports Game" award. Now the Super NES version is here, and it picks up where its 8-bit cousin left off. Like the earlier game, this version offers both normal play mode for baseball purists and Ultra mode for those who would like a little fantasy added.

For normal baseball play, *Baseball 1.000* has a complete set of tools—you can bunt, steal, throw beanballs, make intentional walks, pick off runners, and so on. But the game's Ultra mode is what makes *Baseball 1.000* really stand out. This mode's 39 Ultra features (20 pitches, 15 batting features, and 4 fielding plays) includes some wacky action.

Ninja pitches, photon balls, warp balls, hyper throws, and missile hits bring a new dimension to the grand old game. Play a few innings in Ultra mode, and you'll probably select it every time you

You can choose from up to 18 teams in three leagues. Teams in the Ultra League are full of surprises.

There are six stadium choices. Each has its own characteristics, such as field dimensions, grass, turf, wind velocity,

Decisions, decisions. Want to play with errors or without? Ultra play? And how difficult do you want your computer opponent to be?

Set up your own lineup and select a starter from your pitching squad. Remember, each player has individual strengths and weaknesses.

Keep an eye on the runner on second — he'll steal third if you're not careful.

ULTRA PITCHES

pick up the cartridge — it offers some great strategic devices, and it's good for surprises and sometimes for a few laughs.

Several new features have been added to the SNES version: individual player data editing, creation of your own dream team, selection of action or simulation game, choice of team uniform colors, and game handicapping. Most of the features from the NES game have been retained, and many of them have been expanded. There are dozens of play options, including 18 different teams, league or exhibition play, three computer skill levels, six stadiums, league creation capabilities, number of innings (1, 3, 5, or 9), error or non-error games, and more.

Baseball Simulator 1.000 has a distinctly Japanese flavor (the first clue is the instruction booklet, which is an awkward and sometimes comical translation). Play control is quite good, and the animation is decent, but the graphics fall a bit short of the Super NES's potential. On certain screens, the game has a slightly muddy, indistinct quality. Nonetheless, we've seen worse.

Any gamer who likes baseball — and likes it with some zany twists — will find that *Baseball Simulator 1.000* offers a huge "any way you like it" menu of choices. Just like its older cousin, this game is a winner.

Culture Brain; 15315 NE 90th Street; Redmond, WA 98052

Beanball! Throw too far inside to a batter, and he's on base.

Ultra Batting: Anyone want to catch this spiked ball? Try a Super Catch.

The key to catching fly balls is to watch the shadow. Line your fielder up with the shadow, and he should pull it in.

The post-game roundup gives a box score and names the winning and losing pitchers.

The *Zig Zag Ball* weaves left and right, making the batter ... uh ... concentrate a little.

Throw a *Stopper Ball* to "freeze" the action. Press A to stop the ball in midair, right before it reaches the plate.

With the *Multi Ball*, your pitcher splits into four different hurlers throwing four different balls — hitters really love this one.

As a *Floater Ball* nears the plate, it turns into a casually floating leaf. The timing is unpredictable.

Use the *Lotta Ball* pitch to throw several balls at the batter — only one is the real thing.

At speeds of up to 150 mph, it takes a pro to hit the *Fire Ball*.

THE FINAL BATTLE?

Jonathan Gagnon

Malkil is a reoccurring nightmare for Kuros. With sheer strength, the brave knight defeated Malkil twice, but each time the evil wizard returned stronger than ever. This time things will be different. *This* time Kuros can face Malkil in his own arena — an arena of magic.

In *Wizards & Warriors III: Kuros...Visions of Power*, Kuros can portray a thief, knight, or wizard. There are certain benefits to each character — much of the strategy in the game is deciding which character to be in a given situation. Each character must achieve third-level status before Kuros can face Malkil. In addition, Kuros must also locate the four sacred Mega Gems before he can defeat the evil wizard.

Wizards & Warriors III is more of a role-playing game than the previous adventures. There are no distinct levels; instead, Kuros must concentrate on building his strength and locating the magical gems. He also must adapt his characterizations to his surroundings. Some towns, for example, hate wizards and attack you if you approach in your wizard's garb. On the other hand, some bosses won't fight certain characters, letting you pass unchallenged instead.

Longer, with even more puzzles than the previous two games, *Wizards & Warriors III* is also much more difficult than the earlier adventures. But it's worth the extra effort to put Malkil in his place ... once and for all!

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Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

FEATURES:

- Movie-like soundtrack complete with realistic sound effects
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Your first objective is to collect as much money in the village, then buy as many keys as you can.

Enter this building to receive the bronze thief statue.

To become a first-level thief, you must first find the guild and pass a test.

Fight this sub-boss to receive the silver thief statue. Hit him once, then strike again when he jumps back.

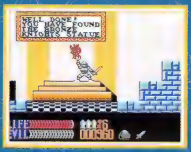
To get into the underworld, wear your thief disguise and slip by this sub-boss.

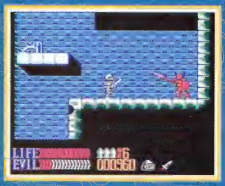
Grab the bronze wizard statue and present it to the wizards' guild. To become a first-level wizard, you must then survive the test.

Use your wizard magic to move this beehive out of your path.

Enter this building to reach the castle towers.

Here's the first-level knight statue. Now find the guild.





Wait until this knight swings, then go in for the kill when he raises his sword. Once you defeat him, you become a full-fledged first-level knight.

The second-level knight statue is in here, but you must defeat this sub-boss before grabbing it. You've tried it before — hit him before he swings, then attack again when he jumps back.

Sometimes you must use the villagers' heads to jump up to higher ledges.

To get the three crown jewels, you must promise to marry all three princesses!

Wipe the smile off this face!

(And maybe a few of your friends, too!)

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Master of Kuros
THE FINAL BATTLE?

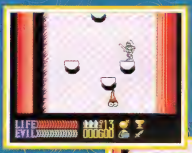
Go into this building at the top of the village to enter the second-level thieves' guild. Again you must pass a test, but you earn a crowbar that gives you access to certain barred windows.

The thief transports you around the underworld. Stand on these plants, then push upward.

If you choose to be the wrong character when you enter the bar, you might find yourself tossed out on your ear.

Offer the wise man a certain gift, and he rewards you with sound advice.

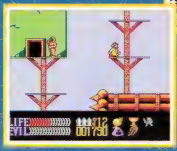
As a first-level knight, you can kill the blob that blocks the entrance to the rest of the underworld.



After returning the silver wizard statue to the guild, you must pass yet another test. Climb the moving blocks to reach the wizard you must defeat.

The snake guards the wizard statue. Your wizard character is best to shoot him down.

Go through this door in the upper left corner of the village to enter the second-level knights' guild.



As in the first knights' test, you must be patient and wait until your opponent lowers his sword — then strike.

As a second-level wizard, you can freely pass through this forcefield.

As a second-level knight, you can throw your sword to kill the flashing guard.

Enter this window to get the golden thief statue. First, however, you must fight a sub-boss.

After killing the flashing guard with your axe, go into this house and look for the third-level thieves' guild.

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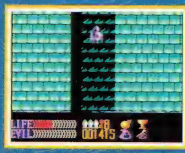
During the third-level thieves' test, watch the colors of the doors — you must choose the correct color if you're to be transported to safety.

A skeleton key is the reward for becoming a third-level thief.

Here's the door to the third-level wizard statue. It's in the deepest part of the dungeon, so make sure your energy is high — you must fight a snake twice!

Use the thief to open this locked door leading to the third-level wizards' guild.

In the wizards' test, be patient as you jump because the steps are narrow. Once you pass this test, you gain the power of levitation.



Use levitation to enter hidden parts of the underworld.

Pass through this forcefield to find another wise man.

Levitate to these windows, then search the room to find the third-level knight statue.

You can also use levitation to reach the last knights' guild. Make sure you kill the birds quickly because they can knock you off the tower.

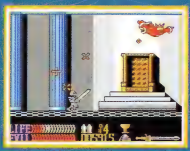
Check all the shadows as your thief. This shadow leads to another wise man.

The dragon — the only thing standing between you and the last jewel — is through this door. The knight is the character that can defeat him.

You must have all four gems to open the gate leading to Malkil.

After rescuing the real king, you fight Malkil.

Do you choose to side with Malkil or to fight him?



Good choice! When you're fighting the wizard, watch the pattern of his shots to design your game plan.

SUPER NES/AMERICAN SAMMY

JEFF LUNDRIGAN

Ease Into

After their exciting, but tiring, adventures, a young hero, Adol, and his companion, Dogi, decide to take a rest and explore the countryside of Ys. But in the course of their travels, they hear of a strange blight affecting nearby Felgana. Crops are dying, and the weather has taken to sudden, chaotic shifts.

Dogi's concerned. Redmont, his hometown, is in Felgana, and Adol also feels a strange unrest upon hearing the news. The two set out for Redmont, ready to confront whatever evil lies there.

A combination of action and fantasy role-playing, Wanderers from Ys III has already appeared in Sega Genesis and TurboGrafx-16 versions, so its arrival for Super Nintendo comes as no surprise. While the game's level of challenge is only slightly above average — experienced gamers won't be overly challenged — it's both colorful and large, making Ys an enjoyable way to pass the time.

Characters

DOGI

ELLENA

ADOL

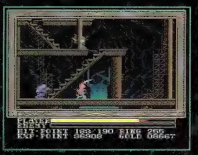
LORD McGAYA

CHESTER

American Sammy; 2421 205th Street; Suite D-104; Torrance, CA 90501

Before going anywhere, you'd better stop by Redmont's two stores. Buy the best (in fact, the only) equipment you can afford in the tool shop, then go to Cinthea's and buy some Herb.

You haven't been in town five minutes when things start to go wrong — monsters are infesting the Tigray mine, and Edgar, the mayor, is trapped inside.

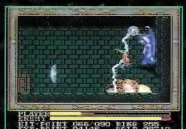


On the floor of the Tigray pit, stand here and hold down the attack button. The ogre continually reappears, but he turns back around before he hits you — you can rack up experience at no risk to yourself.

The warehouse is at the top of the pit and to the right. Save the game before going in — you can't save your progress once you're inside.

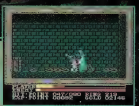
There's a treasure chest containing the Power Ring at the bottom of the pit and to the left — grab it before moving on.

You meet Chester, an altogether unpleasant character, farther into the mine. He leaves after a few sharp words, and the villager he's with sends you back to the warehouse to get the Long Sword.



The mayor is held captive by this fearsome creature at the end of the mine. Use jumping attacks to kill it — and remember to use that Herb!

Although the mayor has been safely returned, there's still more trouble in Redmont. The cleric, Pierre, has gone to the Ivern Ruins and hasn't returned — it's time for your hero act again.

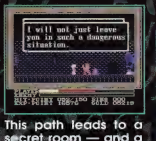


The Long Sword is held by Dulan. To defeat him, slip on the Power Ring after he stops talking, run up to him, then keep swinging. Your life meter drops steadily, but if you use the Herb just before you die, you can restore your hit points. (Use this strategy against every major monster in the game.) After you've defeated Dulan, go back to Redmont for more Herb.

You overhear an important conversation between Pierre and Chester (that guy gets around) in the ruins. Unfortunately, you're not as quiet as you are heroic, and you get caught.

Determined to put an end to your interference, Chester throws you into the Lava Pit, from which no one has ever returned. It's a dangerous place — don't slow down to fight unless you have to. The Firedragon is located deep within the pit. He's fast, but not invincible. Save before your fight, and use the Power Ring/Herb combo to beat him.

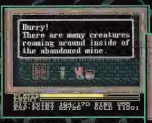
The Firedragon Amulet allows you to freeze the Lava Bridge and escape — so get moving. On the way back, don't forget to grab this free Herb that grows out of the rocks.



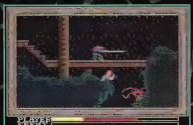
This path leads to a secret room — and a tunnel hidden behind the statue of a demon. You also meet the lovely Ellena, Chester's sister, who gets around Ys almost as much as her brother.

The tunnel leads back outside, but the way is blocked by deadly owls and jackal guards. Don't slow down or the owls swarm over you — a most unpleasant death.

You're underground once more, this time in the lair of a great flying demon. The beast is actually fairly simple to defeat: Stand atop this rock and swing until it dies.


Hurry!
There are many creatures roaming around inside of the abandoned mine.
It is a spell!
The legend's curse has come to pass!

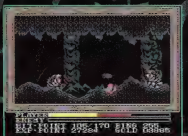
New trouble is brewing at Tigray Mine. Go to the room at the bottom of the pit and to the left (through the door that was locked earlier). The other villagers are just ahead, gathered around a chest they've found. You'll wish you hadn't, but go ahead and open it — there's no other choice.



Your journey continues into the deepest part of the mine. To get safely down this shaft, wear the Shield Ring, don't fight the enemies, and get through as quickly as possible.

The boss at the bottom of the mine is a little odd. Use the Shield Ring until you're able to get up on this ledge, then switch to the Power Ring. You may have to try this maneuver a few times.

Back in Redmont, the evil Lord McGaya is searching for the statues that can resurrect the demon Galbalan. Concerned, Edgar sends you to the Eldam Mountains, where one statue is hidden.



The Eldam Mountains are infested with rock worms. Go *very* slow here and look for places to duck out of their shots' range. Don't continue until all the worms you can see are dead.

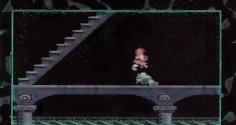
When a giant wasp appears, run back until you're in a safe place (i.e., no worms), then use jump attacks to kill it before continuing.

You can find Dogi in the old man's house, but your reunion is brief. The old man sends you farther into the mountains.

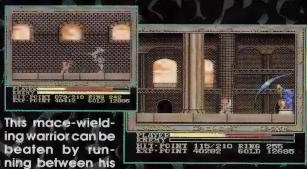
You battle a harpy at this peak. Defeating her is partly a matter of good fuck — wear the Power Ring and lure her to a place where her shots can't hit you, but your attacks hit her feet.

Melt the snow that blocks your path with the harpy's Judgement Staff. The dragon who guards the statue is a snap to conquer — wear the Power Ring and use jump attacks to hit his head.

While you've been otherwise occupied, Lord McGaya has imprisoned the Redmont villagers in his castle's dungeon. Three guesses who gets to rescue them....



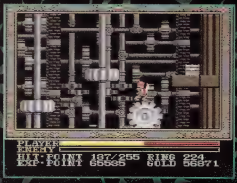
Lord McGaya's castle is a very, very tough place. You're actually better off simply jumping over enemies rather than fighting them — at least for now.



This mace-wielding warrior can be beaten by running between his swings, hitting him a couple of times, then running back out. Defeat him, and you can dissolve the barrier that blocks your way deep into the castle.

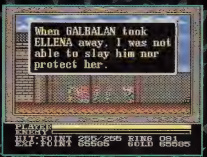
Your way is also blocked by a fire wolf. Save before you fight him, then use the Time Ring (he's too fast to deal with any other way). Try to get behind him — and his deadly breath.

To free the villagers, wrest the key from one of McGaya's fiercest warriors. Run in under his axe, hit him a few times, then back off. If you do too much damage at once, he simply reforms under the barrier and you must start over.

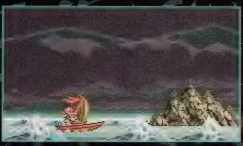


The journey leads through the clock tower to the castle's highest battlements. Watch for chests — one of them holds the Flame Sword.

Garland lies in wait at the tower's summit. Use the Protection Ring, then run right over and kill him.



By defeating his henchman, you've gotten the attention of the demon Galbalan himself. The tower shakes with his power, and beautiful Ellena falls victim to the destruction. Taken hostage by Galbalan, her only hope lies in your courage and skill.



With a heavy heart, you set sail for Galbalan's island. The demon awaits you; and Ellena's fate — along with all those who dwell in Ys — hangs in the balance.

GP

KID ICARUS

Angel In Your Pocket

Game Boy
Nintendo of America

Patrick Baggatta

Wouldn't it be nice to live in a land blessed with nothing but peace and happiness? Angel Land was just such a place — until a horde of mythical monsters decided to take over the neighborhood. Now it's up to Pit, the leader of the Icarus Army, to destroy the beasts. If he wins the three sacred treasures and defeats the mighty Orcos, he'll forever earn the love of Angel Land's Princess Palutena.

As Pit, you must fight through four stages of wretched monsters. To survive this dangerous mission, you must become an ace shot with your bow, and learn how to use the items you find along the way — maps, keys, protective crystals, and special fire arrows.

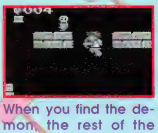
There's a generous continue feature in *Kid Icarus* that allows you to save your progress after each sub-stage. It's a big help because some of the levels are long and tough, but before you save the game, make sure you've collected all the items you need from that sub-stage. There's usually at least one chance to improve your armor or arrows in each one.

Although it's based on a 1987 NES release, the Game Boy *Kid Icarus* is very different from the earlier game — most notably in your armor and the ability to improve your arrows.

Nintendo of America; 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

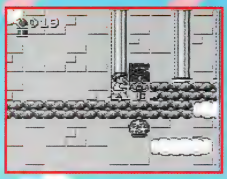
Pay attention — these hints are really helpful.

While you're unlocking these treasures with your arrows, watch out for the chest that houses the demon.

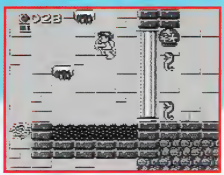


When you find the demon, the rest of the treasures disappear.

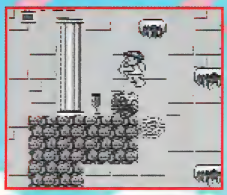
You run across this storekeeper several times. Learn the prices of the items you need.



You can open any locked door with this key.



The black pool quickly diminishes your energy-meter.

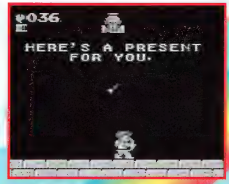


This cup gives you one full block of energy.

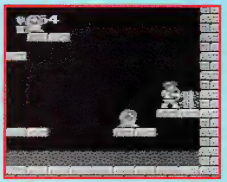
The Grim Reaper is often the guard at important doors.

This magical item brings forth hammers from the sky.

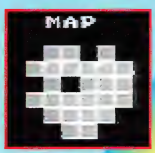
Keep your eyes peeled for hidden items in the walls.



As you make your way through the game, you're awarded with increased arrow strength.



This icon gives you a map to use in the maze stages. A pencil and a torch are important for mapping, too.

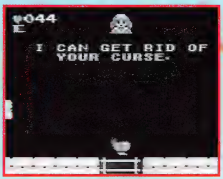


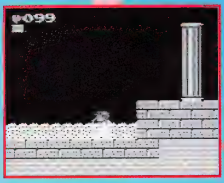
Here's the map of the first maze.

Once you have the pencil, you can see the areas you've already explored.

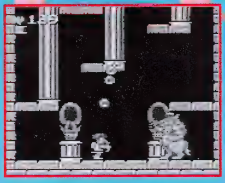
These may be the worst enemies you face. If they hit you with their vegetables, you're transformed into an eggplant.

This is the only place where you can be changed from an eggplant back to your original form.





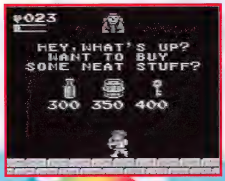
The white pools fully restore your energy-meter. Remember their locations.



To remain undamaged in this skirmish, move in and out of the gap between his artillery fire. The bosses in this game take a lot of damage—dance around to avoid their blows.

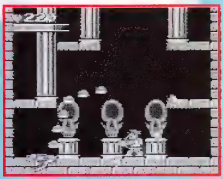
These feet are anxious to stomp you, so take them out early.

You can earn your choice of three special weapons if you take Zeus's training challenge.



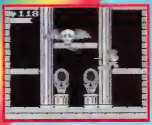
This store holds some interesting items, but the prices are steep.

Here's the map to the second maze.



If you stay on the ground and shoot up at this boss when he flies overhead, you should beat him without too much trouble.

The torch allows you to see exactly where you are on the map diagram.



Again, it takes quite an effort to defeat this boss. Be quick, and use the platforms to stay out of his way.

The third maze is considerably larger than the first two — it's almost impossible to find your way without the map, pencil, and torch.

Could this be the mighty Orcos you've heard so much about?

It requires everything you have to defeat something this big.

GP

THE ROCKET

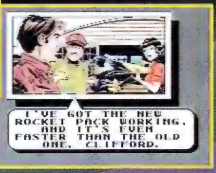
blasts off!

It's been almost a year since *The Rocketeer* hit movie houses, and after a long delay the Super Nintendo version of the action-adventure is ready for release. Picking up a few months after the movie ended, the game has mechanic Peeve building a new and improved rocket-pack, and Cliff using it to rescue Jenny, who has once again been kidnapped by Nazis.

Don't expect to strap on your rocket-pack *too* quickly. You begin *The Rocketeer* in an airfield, racing Cliff's plane against the competition. After winning two races, Peeve sends Cliff to the garage to get the rocket-pack. When he reaches the garage, Cliff's ambushed by several Nazi spies who want the new pack. If Cliff survives, then it's off to the races again — this time using the rocket-pack. Next comes another garage shoot-out, then an air combat scene, and eventually Cliff is pitted against a Nazi-infested zeppelin.

While *The Rocketeer* has some of the best digitized graphics available for any game system, they're quickly overshadowed by its poor and repetitive game play. Although it features many different scenarios, they're badly handled. For example, right after you finish a seemingly endless shoot-and-fly level, you're often sent right back into *another* level with the same type of action. In short, *The Rocketeer* is pretty to look at, but a chore to play.

Chris Slate



The Rocketeer's main strength is its outstanding graphics. From the digitized title screen to the end-of-level cinema displays, this game is treat to watch.

EER

Before the real action begins, Cliff must win two races in his plane, the Gee Bee. It's hard to get the hang of flying, but once you learn to stay on the inside, it's a piece of cake.

Nazi agents wait for Cliff in the garage. You must blast down hundreds of them to escape. Say — how many Nazis can hide behind one crate?

Back to the races! The rocket-pack is a lot faster that the Gee Bee, but it's a little harder to control.

Oh, no — another shootout! Once again Cliff is forced to take hundreds of lives. This time a giant helicopter attacks you at the end of the level. Aim for its engines first, then take out the pilot when he pops out of the hatch.

Next Cliff discovers that Jenny has once again been kidnapped by Nazis who flee in a zeppelin. Just when he begins to pick up their trail, Cliff's attacked by enemy rocketmen.

The sky-combat stage is the toughest in the game. The Nazis throw everything in the book at Cliff, and he must survive all of it while flying through a very, very long stage. Be careful not to shoot any of the first-aid kits that float your way, or you'll never make it.

GAME BOY

BATMAN Returns—

GAME BOY
SUNSOFT

And So Does the JOKER!

Wouldn't it be nice to have a superhero in your pocket? Well, now the Caped Crusader can be at your beck and call — Sunsoft has released *Batman: Return of the Joker* for Game Boy.

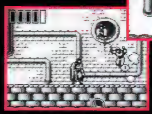
This action game has all the crime-fighting enjoyment you've come to expect from the *Batman* NES and Game Boy adventures, but don't expect to see familiar scenery. This version features three lengthy levels of completely new settings and enemies. However, where the Game Boy *Return of the Joker* falls short of the previous *Batman* efforts is in Bat Gadgets. The only weapons you use are the Batarang and Batman's powerful fists — hardly enough to strike fear into the hearts of petty criminals and evil bosses.

There aren't many surprises in the action arena, but Batman does have a new skill: the ability to cling to walls and then spring off like a cat. This feature takes a little while to master, but before long you'll be scaling walls and pouncing on enemies without a hitch.

Return of the Joker may not be a "must have" for your collection, but it's not a bad addition to the Game Boy lineup.

Patrick Baggatta

The Batarang isn't your most powerful weapon, but it gives you a longer range than your fists.



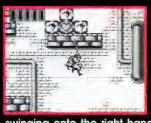
You can imagine the vermin that comes out of these open sewers.

That's right — the water's rising. It's time to head for the hills.

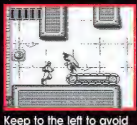
Sometimes you must secure yourself to the ceiling for safety.

These powerful gushes of water come quickly and quietly.

You occasionally need to swing up onto ledges that are otherwise too high to bother with.

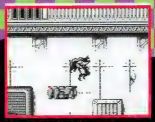


You can collect these coveted goods by swinging onto the right-hand wall, then springing back.

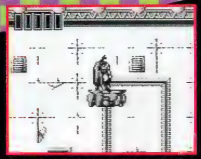


Keep to the left to avoid falling into the pit.

Sunsoft, 11165 Knott Avenue, Cypress, CA 90630

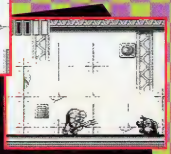


You may find it easier simply to jump over this unstable ledge.

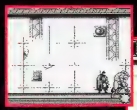


Plan ahead when you jump off this moving platform. If you land in the wrong spot, you may be able to get back on it.

Be sure to break open all the large crates — there may be a treasure inside.



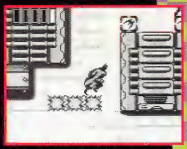
Meet Dark Claw!



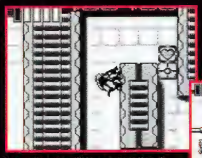
Dark Claw's not hard to defeat if you back him in the corner, then wail away.

These giant posts mean business! Leap across their path as quickly as possible.

Use this post as a springboard to the next ledge.



These bricks are highly unstable. Keep moving!



Sometimes a little exploration is worth the effort.

Get in close to the driver, then let him have it.

Sometimes swinging is safer than jumping.

At all costs, stay out of the way of that sword!

Don't think that you must fight *every* enemy you face. It's easier here, for example, to jump over these guys instead of fighting them.

You won't get stuck between two of these giants if you stay on top of the train.

You'll stop wondering why they call this guy Foul Ball when he starts whipping baseballs at you.

If you're ready for this slide move, you can easily jump over it.

Super Scope 6:

SNES COMES OUT SHOOTING!

Selby Bateman

Nintendo of America is pumping up sales of the Super Nintendo with the hottest game peripheral of 1992 — the bazooka-like Super Scope 6, a shoulder-mounted light gun that's several light years ahead of Nintendo's earlier 8-bit Zapper.

Sales of the $59.95 Super Scope have been good so far, helping to bring more SNES systems into homes across the nation. The Scope comes with an 8-meg cartridge featuring six games — three *LazerBlazer* action shooters and three *Blastris* puzzle games.

The Super Scope itself is a lightweight plastic unit almost two feet long with a removable sighting scope that lets lefties and righties adjust the gun to either side they wish. The Scope takes six AA batteries (included in the package) and works via a cordless remote sensor that sits on top of your television set. The sensor plugs into the controller 1 slot of your Super NES machine. Instead of the old screen-flash Zapper handgun, the new Scope employs a more advanced technology that generally works much more smoothly.

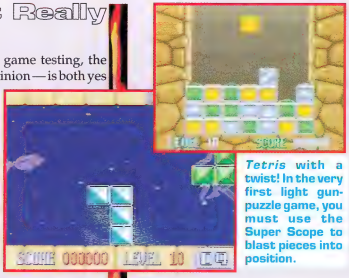
Does It Really Work?

After considerable game testing, the answer — in our opinion — is both yes and no. The Scope is easy to set up and easy to use. We were pleased with how effortlessly the sighting mechanism could be set up and checked while playing. Shots fired in the *LazerBlazer* and *Blastris* games were accurate to a degree that was almost astounding!

And in the next wave of Super Scope games, you can expect even better features and special effects. For example, you'll be able to use a thumb trigger to activate an on-screen sight so you can pinpoint your aim.

But we couldn't correct some continuing problems with a couple of our Super Scopes. After using the guns for awhile, the sighting adjustments would suddenly — and without apparent reason — go wildly out of sync. Aim at the middle of the centering bullseye, and the shots would end up *waaaaayyyy* off target.

We tried turning out the lights — especially fluorescent lights, which play havoc with the system — but the inconsistencies still popped up. We haven't heard of similar problems from readers yet, so maybe the aiming problems aren't widespread. Let us know of your own experiences.



***Tetris* with a twist! In the very first light gun-puzzle game, you must use the Super Scope to blast pieces into position.**

Super Scope

You're the last line of defense against alien invaders in *Confront*.

Lazer-blazer and *Blastris*

The 8-meg cart that comes with the Super Scope is terrific. Nintendo was really thinking ahead when they decided which games to include with the Scope.

First, the *LazerBlazer* games really take advantage of the 3-D perspective of the SNES. You get the feeling that the objects at which you're aiming and the power bursts you're firing are active in a 3-D field. Whether you're targeting a series of missiles or tracking a wildly moving screen full of space invaders, the action is fast and furious.

On the other hand, the *Blastris* series of games is a kinder and gentler approach. Taking advantage of the great popularity of *Tetris*-style puzzle games, the *Blastris* games let you use the Scope in a nonviolent environment — adding an arcade element to puzzle games.

Just Don't Call It a Gun!

Contacts close to Nintendo of America admit that the company is trying to downplay the fact that the Super Scope is a high-tech gun. Guns sell extremely well as toys, and there's no doubt that the Super Scope is helping to drive sales of the SNES.

But beyond the marketing value of the Super Scope, there's still a sensitivity about the fact that the peripheral is a gun. The first six games for the Super Scope involve shooting missiles, spaceships, puzzle blocks, and little blue alien moles (no blood). But don't expect Nintendo to license any heavy-duty killing games in which the targets are animals or people. Some game publishers are bound to head in that direction, just as they did with the Zapper. But Nintendo of America won't be looking favorably on Super Scope games with a lot of bloodshed.

In *Intercept*, you naturally intercept missiles before they can reach their targets.

As the gunner of a Futuristic Fighter, you employ other enemy planes in a high-speed *Engage* dogfight.

Do We Recommend It?

Here the cast of *Mole Patrol* dances a jig before they take the field.

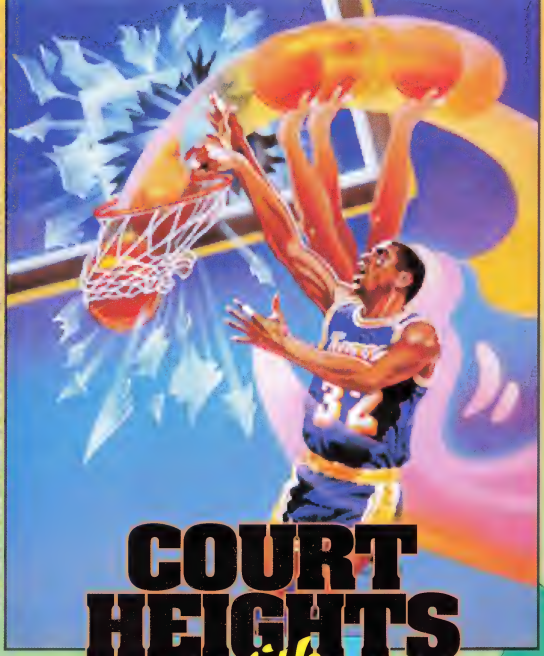
The Super Scope is the best of the few videogame peripherals released during the last several years. It's well made, works (generally) as advertised, and comes at a fairly attractive price — in fact, we've heard that Nintendo is *losing* money on the Super Scope just so it has an affordable gimmick that its rival, Sega, doesn't.

The only physical complaint is that after 10-20 minutes, your gun arm and your eyes begin to tire from the positions you must hold. Even the Super Scope instruction manual recommends that players take a break every ten minutes or so.

Despite some of the inconsistencies in sighting that we've experienced, there's no getting around the quality of the Super Scope. Although no other games have yet been announced, we've heard that there will be several before year's end. And if they truly take advantage of the Scope's potential, they'll be worth having.

Nintendo has done a great job with the Super Scope — and its price is surprisingly low considering what you get.

GP



SUPER NES/VIRGIN GAMES Virgin Games, 1800 Pier Avenue, Irvine, CA 92714

COURT HEIGHTS with Magic Johnson

After watching Magic Johnson's Most Valuable Player performance during the 1992 NBA All-Star game, it's hard to believe that you might never see him on the court again — that is, unless you have a Super Nintendo machine.

Magic Johnson's Super Slam Dunk pits Magic and the Lakers against your favorite NBA teams in exhibition or tournament-style play. You can do slam dunks, three-pointers, trick passes, and many other moves just like the pros do them. You can make a run for the championship or re-create famous basketball moments in the Two-Player Vs. game — either way you're in for a lot of intense basketball action.

Magic Johnson's Super Slam Dunk has superb graphics. The background is very colorful, and the players are well drawn. The close attention paid to detail helps the game's visual realism, but the most impressive aspect of the game is the control of the players. For example, you can really "feel" when it's the right time to let go of a jump shot. It's good to see a basketball videogame do justice to the sport, and it's even better to see Magic Johnson back on the court again. Congratulations to Virgin Games to sticking with the basketball great.

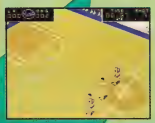
The Options screen allows you to adjust several aspects of the game, such as the number of players, the length of each period, and the type of game you want to play. You can even turn the fouls and music on and off.

You have a whopping 28 NBA teams from which to choose, including Magic's L.A. Lakers and the world-champion Chicago Bulls. While the teams don't feature actual players on the rosters, the trademark qualities of each team are still included.

This pregame arena photo is a good example of the game's outstanding graphics.

The three-pointer can be the most important shot in basketball. Set up another player to screen for you while you take the open three — it could be a game-winner.

If you cut through the paint on your way up to shoot, you can sometimes scrape off unwanted defenders for the other players. This works best when it's very crowded under the basket and there's not much room to walk through.



When you dribble across the half-court line, your view of the floor flips around to show the other end. It can be easy to lose your man in all the confusion, so keep a close eye on him.

Defensive rebounds are fairly easy, while offensive ones are usually rare. As the ball is being shot, move your defender directly under the basket and time your leap so that your hands reach the rim just as the ball does.

Violations are usually called when someone delays the game. For instance, you have only five seconds to in-bound the ball, and you can't stand in the paint for more than a few seconds.

If the other team traps your player, you can get out of it with a trick pass. This kind of pass is harder to make than a normal pass, but there's a higher chance that it will be intercepted.

Always put pressure on your opponents when they in-bound the ball. If you can keep them from getting it across the half-court line for ten seconds, a violation's called and your team gets the ball.

NES
CAMERICA

Take Your Punches in THE ULTIMATE STUNTMAN

Patrick Baggatta

If you've been keeping tabs on the videogame industry, you may have noticed a trend: Rather than developing new action sequences, companies are combining two or more existing plots into an all-new game. Konami's *Nightshade*, for example, combines fighting with role-playing elements. And *Battletoads* rolls maze exploration, jet-sled racing, and enemy-kicking into one adventure.

The Ultimate Stuntman is a great example of this trend. It lets you participate in a slew of action that all seems familiar. There's an overhead-driving sequence, a boat race, and vertical scaling areas. And if you're a fan of side-scrolling shooting, *Stuntman* has sections of that action, too.

There's a lot of variety here, but there's not a lot that looks new to experienced gamers. Still, if you're looking for one game that has everything but the kitchen sink, look no further than *The Ultimate Stuntman*.

Keep your guns active at all times — there are enemies at every turn.

This boss won't offer much resistance if you persuade him with your spray gun.

You can't advance to the next stage until you've found all the keys.

Keep an eye on the open windows.

Some of the enemies you destroy offer bonus items such as extra lives.

Camerica, 3415 14th Avenue, Ontario, Canada L3H 0H3

Take out the tracking enemies first.

Keep your distance and keep firing.

Quickly make your way to the end of this puzzle to diffuse the ticking time bomb.

Use altitude to your advantage in this stage.

If the bird swoops low, your best bet is to fly above him and wait for him to return to your level. When he does, get beneath him and fire away.

You have a horizontal gun as well as bomb-dropping capabilities in this level.

Watch out for the enemies — and the walls.

This wall is trickier than the first, although it works on the same principle.

Take out the laser fire from this box before you move upward.

You can damage this "Mega Slug" only if you hit it in the eye.

AMERICAN SAMMY
NES

American Sammy; 2421 205th Street; Suite D-104; Torrance, CA 90501

Might & Magic: Secret of the Inner Sanctum

Jonathan Gagnon

The graffiti on the walls isn't there for show. You can sometimes find out something that can be of help later in your quest.

Many have tried to find the mythic Inner Sanctum, but no one has ever returned from the search. But you're determined to attempt the mission, a quest that's only *part* of the latest entry into the NES fantasy role-playing library.

You'll need all your insight and experience when you're thrust into the world of *Might & Magic: Secret of the Inner Sanctum*. With 200 lethal beasts, 250 enchanted weapons, and 94 mystical spells, you know this RPG, like its PC original, is going to take you a while to finish.

First and foremost you must create your own party. There are several character races from which to choose:

The mapping screen can keep you from traveling in circles — just hit Select to see where you've been.

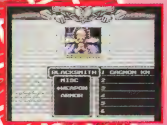
Save your game at any handy inn.

Human, Elf, Dwarf, Gnome, and Half-Orc. Since each race has unique attributes, you must choose a band wisely, making sure they complement the others' strengths and compensate for the weaknesses. Likewise you must carefully select your members' classes — Paladin, Cleric, Knight, Archer, Sorcerer, and Robber.

Your quest begins in the city of Sorpigal where you can purchase weapons and armor. Gain as much experience as you can at the training grounds — you need a lot if you're to unearth the Inner Sanctum. As with almost any RPG, there are inns, guilds, and taverns to visit, monsters to defeat, and riches to collect.

Might and Magic is faithfully adapted from its PC cousins. It's large enough to be daunting to all but RPG fans, but anyone who enjoys the *Wizardry* or *Ultima* games will be glad *Might and Magic* has finally arrived.

GP



The first thing your party should do is buy weapons from the blacksmith.

Traveling in Sorpigal is dangerous as long as you're unarmed. There are many creatures out there who'd like to taste your blood.

Some training is recommended before you begin your quest — you need all the experience you can get.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570

GAME BOY
KONAMI

REVIEW

Top Gun: Guts & Glory

Chris Slate

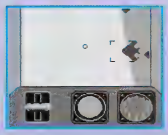
Yet another popular NES title has made its way to Game Boy — this time it's *Top Gun: Guts & Glory* from Konami. Both 8-bit *Top Gun* games, with their cockpit view and quick-paced action, were very successful. Both features are also part of the Game Boy version.

Top Gun is well-executed on the Game Boy because it isn't the kind of game that requires fast-moving characters or complex scenery. You have three modes of play: air combat, bombing run, and a 10-mission career option. You can also face-off capability that lets you link up with a friend to fly missions against each other. What little *Top Gun* loses in its translation it makes up for in new features. It's a good game that captures the feel of the NES *Top Gun* titles. But regardless of whether you played the 8-bit games or not, you won't be disappointed with *Guts & Glory*.

GP

Choose one of three modes — air combat, bombing run, or career — from the Options screen.

There's a wide assortment of fighters from which to choose, including Tomcat, Stealth, Fulcrum, and Falcon.



When you're dogfighting up close, use your cannons and save your missiles for later.

In the beginning of air combat, you're positioned in front of two enemy jets. Get an immediate advantage by locking onto them and blasting them out of the skies.

Ouch! Today's jet fighter can only take so much. The only thing to do is climb right back into the cockpit and try again.

Quattro Sports

Lance Elko

The title makes it clear: *Quattro Sports* is four games in one. Camerica has bundled baseball, tennis, soccer, and BMX racing into one game cartridge, and whether or not it's a good deal depends on your expectations. There are much better individual sports titles for the NES, but Camerica's package satisfies the needs of the more casual and price-conscious sports gamer.

Hitting and pitching are a snap in "Baseball Pro's." Fielding, however, is a lot tougher.

None of the games here is intricately designed. In general, graphics, sound, and play mechanics are average at best. On the plus side, though, there's appeal here for players who like to power-up and go — you can jump right in and play any of these simulations without worrying about any learning curve.

"Baseball Pro's" features a global array of 16 teams, each with a roster of players with individual strengths and weaknesses. The action is pure arcade — pitching allows for fast, slow, and curve balls, and on offense you can bunt and steal. All in all, it's a somewhat limited, yet playable game.

The overhead-view graphics in "Soccer Simulator" are far from state-of-the-art, but the game is very playable.

"BMX Simulator" is the most awkward to play of the quartet. You can choose any of three riders and race on one of three tracks. The courses are small, full of obstacles, and tough to master — this one's more frustrating than it is fun.

While "Soccer Simulator" and "Pro Tennis" are also very basic in play, they're the most appealing. Matches are simplistically rendered and executed, but player control is straightforward, and in two-player matches (all four games, incidentally, have two-player options), you can have some fun.

Once you've gotten your timing down, "Pro Tennis" can be challenging — especially in two-player mode.

Expect to wipe out often in "BMX Simulator." Crashing into obstacles or colliding with your racing rivals causes some nasty spills.

If any of these games were released individually, we'd certainly rate them low. But considering what you get for the money, it's a good deal for younger or less demanding players.

GP

Camerica; 3415 14th Avenue; Markham, Ontario; Canada L3H 0H3

REVIEW

ABSOLUTE SUPER NES

Race America

Chris Slate

Race America lets you pit your driving skills against the best race car drivers in the world. The route in this nine-leg cross-country circuit takes you from Boston to Los Angeles. Your six-speed racer gives you 190 mph and more, but it's up to you to take her safely from the green flag to the finish line. Are you up to the challenge?

Before beginning your race, you must choose your opponent. You select one of eight different racers, each with his own driving style. The race begins in an overhead/side view of the cars, with you and your opponent trying to shift faster than each other to get an early lead. Once a leader is established, the game changes to a behind-the-car perspective. If one car passes the other, the perspective switches again to a direct overhead view.

You can compete against eight different opponents. Each racer has a unique style, but standard strategies work about the same for everyone.

When you chose your opponent, you can view his car's statistics. Although they're interesting enough, they don't really affect the race.

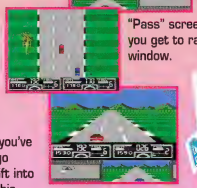
If you ride directly in the middle of two lanes, nothing in either lane can hit you. However, this trick doesn't work very well in the turns because it's so hard to maintain your position.

These different camera angles help make *Race America* more interesting to look at than other race games, but there are major flaws in the "behind-the-car" view. First of all, the driver of the second-place car must race in a window that's a quarter of the size of the screen, making it tough to maneuver. However, even when you're the leader and can race in the larger window, it's still difficult to see clearly the lane in which obstacles are placed until you're right on top of them. These flaws hurt what could have been a great game.

GP

Just before the race begins, you're briefed on its distance and your current place in the standings. Study well.

You'll usually fall a little behind at the beginning. It's easy to catch up, though, as long as you can avoid the debris in the road. When you pass your opponent, a special "Pass" screen pops up and you get to race in the larger window.



When both cars are stopped at the starting line, rev your engine. Once you've maxed out, go ahead and shift into first gear — this gives you a jump on the other driver.

AVERAGE 5

GAME BOY
THQ

THQ; 5000 North Parkway Calabasas; Suite 305; Calabasas, CA 91302

Bo Jackson Hit and Run!

Jonathan Gagnon

Bo Jackson is known for his outstanding ability in both baseball and football. Even though "Bo knows" that injuries have forced him to retire from the real playing field, he's still fast and loose on the Game Boy screen.

Hit and Run! is one of several videogames endorsed by Jackson. The baseball half of this two-games-in-one cartridge includes many components of the game, such as stealing bases, sliding into home, making jump catches, and bunting. The pitches include curves, fast balls, sinkers, sliders, knuckleballs, screwballs, and slow balls.

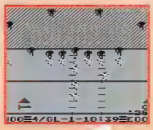
In the football simulation, you can choose to play existing plays or custom-design your own with the Offensive Play Editor. You also have the option of changing your formation or assigning new positions to three key players. As in the baseball section, Bo shows up to give you hints on the game play.

But despite its ambition, *Hit and Run!* proves that Bo doesn't know much about videogames. Although the graphics occasionally shine (for example, when the catcher signals for certain pitches), most of the time it's hard to distinguish one player from another. And you don't get the number of options or plays that you do in other sports games. Basically *Hit and Run!* looks like THQ stripped out half the football and baseball games to fit both sports on one cartridge.

GP

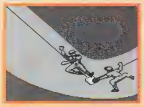
What's a baseball game without some spectacular flying catches?

You can almost *taste* that touchdown. But do you throw a short screen pass or rush for the six points?



When you make an interception, the game switches to a closeup shot of the action.

Line up your bat with the ball and try to smack it out of the park.



Try to beat the ball by sliding into base.

There are a number of pitches from which to choose. Here, the catcher signals for a knuckleball.

Sometimes Bo shares some tips on playing football or baseball.

BEDOWEAVERAGE 4

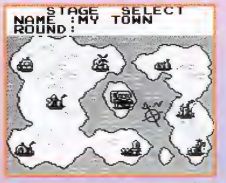
GAME BOY
HUDSON SOFT

Hudson Soft; 400 Oyster Point Blvd.; Suite 515; South San Francisco, CA 94080

REVIEW

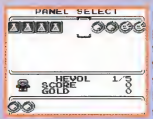
Atomic Punk

Patrick Baggatta



Before you begin, go into town and spend your complimentary $100.

Here you can buy items that give you an edge over the Nukies.



Move the panels from the top of the screen to the bottom in the order you want to use them.

Atomic Punk is the *Bomberman* of a new generation.

If you thought poor Bomberman had troubles in his NES adventure, just wait until you see the problems his son, Atomic Punk, has. "Nukies" have invaded the peaceful land of Atomica, and the aliens are trying to steal all the life-preserving radiation from the land. The good Atomicans have been imprisoned by the Nukies to keep them out of the way; only Atomic Punk has escaped a cell and can save the day by serving up bombs to the Nukies.

As in the 8-bit game *Bomberman*, you're armed with bombs and must clear a maze by blowing up blocks until you uncover a randomly placed exit. Enemies fill the mazes, and you should pulverize them as well.

Atomica is divided into eight sections in *Atomic Punk*, and each has several stages that need to be cleared of the Nukies. This is a lot of territory to cover, but Hudson Soft was kind enough to install a password system to help you out if you're killed or accidentally blow yourself to smithereens.

If you can trap your enemies in a corner, they become easy prey.

Unlike *Bomberman*, which had identical backgrounds for each maze, there's a nice attempt at variation in *Atomic Punk*. Still, after clearing a few sections, the action gets repetitious. But if you don't have the patience for the longer game, there's a version of the arcade-style *Bomberman* game included with *Atomic Punk*.

GP

When your bomb power is increased, remember to take an extra step back to avoid the blast.

Use the transport caves to move from one section to the next.

You don't use a map in the arcade-style game included with *Atomic Punk*.

AVERAGE 5

ELECTRO BRAIN
NES

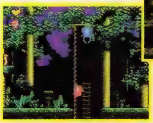
Electro Brain, 573 East 300 South; Salt Lake City, UT 84102

Stanley and the Search for Dr. Livingston

Chris Slate

"Dr. Livingston, I presume?" It's a phrase so well known that it's now spawned a Nintendo game. *Stanley and the Search for Dr. Livingston* takes place in the land of Masza, where Dr. Livingston was close to finding the lost temple of Am-Zutuk — close, that is, until he disappeared. Now it's up to his assistant, Stanley, to continue Livingston's work, even while he tries to find the good doctor.

You control the search from a map of Masza. Each area in Masza differs in size and content. Some lands contain weapons or priceless artifacts, while others may hold nothing at all. You must search them all, as well as talk to the inhabitants for clues that put you on Livingston's trail.



While *Stanley* isn't a great game, it isn't a bad one by any means. There are plenty of puzzles to solve, and there's lots of ground to cover. If you're in between blockbuster games, it might be worth your while to give this game a look.

GP

Look down this shaft for the missing grapnel. Wrenching it away from the insects that live down there isn't easy, but once you have it, you can reach new places.

You oversee your search from the map screen. As you explore uncharted regions, they're added onto the map.

You should start looking for clues as soon as you step off the boat. The locals know a lot about what's going on, and they can point you in the right direction.

These Amut warriors attack with deadly spears. They're very fast and take many hits to kill, so avoid them if you can.

Look inside buildings and huts to find items you later need. Watch out, though — some rooms also hold things you definitely don't want, such as this giant jungle spider.

AVERAGE 5

REVIEW

ROMSTAR
NES

Romstar; 22857 Lockness Avenue; Torrance, CA 90501

Cowboy Kid

Vince Matthews

You're Sam, a dogie-punching gunslinger from the Old West. Your father is the sheriff of Villatown — or he *was*, until he mysteriously disappeared while trying to capture the seven-member Scorpion gang. Appointed sheriff in his absence, you're now determined to find your father and put the Scorpions behind bars.

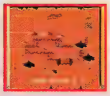
Bring Wild Wolf Chief in first. There's a pistol in his Indian village that you can use against the rest of the Scorpion gang.

It sounds simple enough for a tough hombre like you — just hop on your horse and save the world. But hold on, Tonto, here's the catch: Each villain must be individually captured, and you get only two chances to bring in each hoodlum. Like many 8-bit titles, *Cowboy Kid* lacks any save feature, so you've got to round up the Scorpions in one game session.

Look in barrels for money and stars. If you collect five stars, your hit-point gauge is increased by one.

The bullet-proof vest you buy in the Indian village protects you for a short time from both bullets and spears.

The shooting range and poker table are just two of the many ways to build up additional cash and equipment.



Use the map to locate shortcuts and outlaw hideouts.

This town ain't too friendly — everywhere you go somebody wants to give the law some trouble.

Romstar tried to capture the feel of a good Saturday afternoon western with this game. It has all the blazing pistols, train robberies, and old calvary forts you'd expect from an action-packed matinee. But *Cowboy Kid* doesn't offer anything original — and the way it encourages you to shoot innocent Indians and Mexicans will offend many.

The game's only saving grace is that it's not very difficult, and the repetitive music nonetheless keeps your toes tapping. Younger children (or novice gamers) should be able to get into the adventure quickly. There are also mini-games within *Cowboy Kid* that break up its shoot-and-run arcade sequences. But like the Saturday matinee, *Cowboy Kid* is outdated.

Another suspect apprehended.

GP

Q*Bert II

William R. Trotter

The original *Q*Bert* was an arcade hit that's flaky action caught the fancy of thousands of game players. "The Schnoz" is a happy fuzzball with a hose-nose who spends his days jumping from cube to cube, trying to change the colors of every cube on different playing fields. Once all the cubes have been changed, he proceeds to the next field. The Game Boy *Q*Bert* features 16 four-round levels.

The jumping is tough enough, but poor Q*Bert is also pursued by a bunch of nasty enemies such as Sam and Slick, who delight in returning the cubes to their original colors after the Q*bster has flipped them. There's Coily the Snake, too, who can terminate Q*Bert's joyful jumping with one bite.

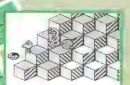
There are some enjoyable new features in this version of *Q*Bert*, especially the delightful "Q*Bert Movie" that's shown, one section at a time, as a reward for players who successfully clear each level. The requirements for successful "cubing" have also been changed, so you need to pay close attention to the instruction screens that appear at the beginning of each level.

Jaleco has done a good job of translating this classic into hand-held format. The graphics are better than they were in the 8-bit version, and the problem of screen size is cleverly handled (only a few cubes are shown at a time, but you can see the whole pattern, and Q*Bert's location, by hitting the Pause button).

*Q*Bert's* only problem is the same one that plagued the 8-bit version: This game plays at a 45° angle, but the Game Boy controller is designed for 90° movements. In order to control Q*Bert's jumps, you must master an awkward rolling motion with your thumb — once you've done that, the game plays well and is a lot of fun.

GP

You may find the game easier to play with the alternate controller configuration. You can switch between the two from the Options screen.



If you lure the snake to the edge, you can leap on the spinning disk and get a free ride to the top — while the snake tumbles into oblivion.

When a target circle appears, it indicates that an enemy is about to land on that square.

You get a bonus after completing each level — a private viewing of scenes from the "Q*Bert Movie."

You can view the entire playing field (with your position highlighted) by pressing the Pause button.

Pay attention to any instructions that flash on-screen — it means an alteration in cube-changing rules is about to go into effect.

Jaleco; 310 Era Drive; Northbrook, IL 60062

REVIEW

CAMERICA
NES

Big Nose the Caveman

Chris Slate

Times are tough in this small prehistoric village. There's not a scrap of food anywhere to be found, and Thanksgiving is just a few days away! It seems that after all the years of being hunted by the local cavemen, the big game animals have finally wised up and moved out of the area. The villagers' only hope for a loaded banquet table is to send Big Nose, their best hunter, on a journey to bring them back something to eat.

Big Nose the Caveman is a lot like the *Mario*-type adventures — you'll recognize familiar features along with the large, bright graphics. There are five major areas to search: Paradise Island, Monster Island, Terror Island, Chaos Island, and the Dead Sea. Each area contains many different stages, and each pits you against a huge boss when you reach the end.

Although what Big Nose really wants is meat, he finds bare bones just about anywhere. Trade bones for special goods such as weapons, magical powers, and extra lives at the shops.

While this is a derivative game, it's still fun to play because the plot is silly enough to work. Big Nose has indeed a big nose, and the game has enough depth to take you a while to finish. In fact, it's only major drawback is the absence of a save or continue feature. Even though *Big Nose the Caveman* is a little rough around the edges, but it's still a solid effort from Camerica.

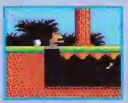
GP

This boss is more challenging than the first, but you can beat him quickly if you use this special technique: Run right up to him just as he comes on-screen and hit him three times. You must do this quickly before he has a chance to fire.

As Big Nose searches for an ancient peanut butter mine, he gets sidetracked by a tasty pterodactyl flying overhead.

Chart your adventures using the island map. The map for each island is shown each time you finish a stage.

The first boss is easy. Simply leap over him when he charges, then attack him from behind. It takes only a couple of hits to defeat him.



Keep an eye out for secret paths. This path is one of the easiest find — knock out the floor beneath you to take the low road and collect a ton of bones.

GOOD 6

Camerica; 3415 14th Avenue; Markham, Ontario; Canada L3H 0H3

REVIEW

NATSUME
SUPER NES

Natsume, 1243A Howard Avenue, Burlingame, CA 94010

Spanky's Quest

Chris Slate

One nice sunny day, Spanky the monkey decided to have a picnic in the forest of Mopoland. But before he could pick a good spot, bricks showered him from above — enclosing him in a tower that stretched upward as far as he could see. He soon learned that an evil witch named Morticia was behind it all, and unless Spanky can reach her at the top of the tower, all of Mopoland will be lost.

Spanky's Quest is a unique action/puzzle game, leaning a little more toward the action side. You control Spanky, who must climb through five different areas on his way to the top of the tower. Each area contains several sub-levels in which Spanky must find a varying number of keys. The monkey's only weapon is a magic ball, which becomes more and more powerful every time he bounces it on his head. If you manage to survive all five areas, you ultimately battle the evil Morticia for Mopoland's freedom.

Spanky's Quest is a very good game. It offers colorful graphics, interesting attacks, and innovative game play. The many puzzle elements don't grow repetitious as fast as some puzzle games do. It's a fun and challenging game for players of any age.

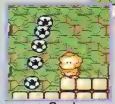
The best strategy for any level is to climb as high as you can and drop basketballs on everyone. Wait until they all move close together, then let 'em have it.

GP

You're not the only one who can carry things, so you'd better get to the special items before your enemies do.

Jumping on this bag of party favors fires Spanky high into the air so he can reach new places or avoid enemy attacks.

Normal

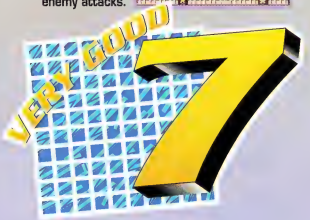


One bounce

Two bounces

Three bounces

Spanky can throw a single baseball at his enemies or he can change the amount of damage he does by bouncing it on his head first. One bounce turns it into several soccer balls, which kill anything in a narrow path. Two bounces turns it into a volleyball, which works much like a grenade. Three bounces, and you have numerous deadly basketballs at your disposal.



JVC; 3800 Barham Blvd.; Suite 305; Los Angeles, CA 90068

NES
JVC/LUCASFILM

REVIEW

Defenders of Dynatron City

Stephen Poole

With names like Buzzsaw Girl, Radium Dog, and Toolbox, the crimefighting stars of *Defenders of Dynatron City* make superheroes like Superman, The Flash, and Wonder Woman look like accountants.

Their major nemesis, Dr. Mayhem, was once your run-of-the mill inventor, and folks in Dynatron City didn't mind that he'd made a fortune bottling Proto Cola ("the world's first atomic-powered soft drink") in their fair city. But when he knocked down a dose of industrial-strength Proto Cola, it magnified his latent greed and lust for power, turning him into your typical mad scientist.

That same mutation-causing Proto-Cola formula led to the creation of the Defenders of Dynatron City: Buzzsaw Girl (she throws circular saws), Toolbox (he's got a hammer for a head), Radium Dog (he picks up cars with his powerful jaws), Ms. Megawatt (she shoots lightning bolts), Jet Headstrong (he attacks by flinging his head) and Monkey Kid (he tosses explosive bananas). It's up to this strange bunch to destroy Dr. Mayhem's drone robots and return law and order to the city.

Chances are you'll find the *Dynatron City* cartoon and comic-book series more amusing than the videogame. Why? Because these wacky characters are great fun to look at, but controlling them as you use a 2-D map to navigate the streets is more like work than play. What's more, the two coolest Defenders — Radium Dog and Toolbox — aren't very useful.

Mastering the main 3-D playing screen is tough because it's hard to tell when you're lined up horizontally and in position to shoot at an enemy. In addition, on the upper level of the mall in level 2, you can't buy food to restore your strength before you battle Atom Ed — even if you're rolling in Dynatron Dollars. The music is downright annoying, and by the time you figure out a successful strategy against Atom Ed, you'll probably be ready to call it quits.

GP

When he's on the streets of Dynatron City, Jet Headstrong's best attack is to grab an abandoned car and rain destruction on Dr. Mayhem's drone robots.

After you've cleared a street of robots, enter stores to find power-ups and vital information.

Toolbox isn't very useful on the streets — except against these robots that leap over you before attacking.

One touch from Atom Ed is enough to drain all the strength from any of the Defenders.

AVERAGE 5

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